

DARK^(ish)

A ZOMBIE RPG
(kind of)

Requirements: minimum 3d6 dice (preferably 3d6 per player)

Role Play for 2 - whatever (preferably an even number)

Divide into two teams.

Players take on the role of zombies. One team (Team B) has established a safe location in a (players decide), the other (Team A) is trying to take it over after being chased by humans Zombie Hunters.

Pick one team at random to start, this is Team A. Team A is attempting to infiltrate Team B's encampment.

Each team gets 10 minutes to discuss strategy or defense depending on the team.

Team B chooses one person to describe their stronghold.

Each player on Team A describes how they are going to attempt to get in (attack, disguise, bribery, offer services, sneak in, etc...). Players on Team B pair off with a player on Team A and describe how they intend to counter their opponents moves. When conflict needs to be resolved each player rolls 3d6. Even number are failures, odds are successes. The player with more successes wins the conflict.

When all pairings have been resolved or Team A has control of Team B's base, or Team A is all 'dead', scramble the teams and go again.

A GAME BY ANTHONY DEEVER